

receiving player identification information prior to at least a first player playing the card game wherein said identification information is used to identify additional information related to the first player for use in subsequent instances of the card game;

5 first playing a first instance of the card game between the first player and a substantially electronic game playing module, wherein said game playing module is dealt a first sequence of said card representations;

10 *B* second playing a second instance of the game between a second player and said game playing module, wherein said first and second card game instances overlap in time and wherein said game playing module is dealt a second sequence of card representations for playing said second instance of the card game;

wherein said first and second sequences dealt to the game playing module have at least different card representations in at least one identical card representation position, in each of said first and second sequences.

21. (New) A method of playing a card game as claimed in Claim 20, further including using a result from a completion of said first instance in determining an acceptability of a play by the first user in a third instance of the card game subsequent to said first instance.

22. (New) A method as claimed in Claim 21, wherein said step of using includes comparing a requested wager by the first user with an acceptable wager limit, wherein said

wager limit is dependent on results from previous instances of the card game played by the first user.

23. (New) A method of playing a card game as claimed in Claim 22, further including a step of providing consideration in order to play the card game.

24. (New) A method of playing a card game as claimed in Claim 23, wherein said step of providing consideration includes registering at an Internet web site.

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25. (New) A method of playing a card game as claimed in Claim 20, wherein said step of receiving includes providing data related to one or more of: an age, a sex, a financial status, a location of residence, e-mail address, an educational level, a marital status, an amount of recreational time, a personal taste, a personal habit, size of household, a number of children.

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26. (New) A method as claimed in Claim 20, wherein said game playing module communicates said card representations via a communications network.

27. (New) A method of playing a card game as claimed in Claim 20, wherein advertising is displayed via the communications network to at least one of said first and second users.

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28. (New) A method as claimed in Claim 20, wherein said game playing module is accessible from an Internet web site and said first and second players play the card game with said game playing module using differently addressed Internet nodes for accessing said web site.

29. (New) A method as claimed in Claim 20, wherein said card representations provided to the first player in said first game instance are interspersed between card representations from said first sequence provided in said first game to said game playing module.

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30. (New) A method as claimed in Claim 20, wherein card representations provided to the second player in said second game instance are interspersed between card representations from said first sequence.

31. (New) A method as claimed in Claim 20, wherein card representations provided to the first player are not played by said second player.

32. (New) A method as claimed in Claim 20, wherein a probability of said first and second sequences having identical card representations is substantially equal to chance.

33. (New) A method as claimed in Claim 20, wherein said step of first playing includes a plurality of requests by said first player for card representations prior to said step of second playing commencing.

34. (New) A method as claimed in Claim 33, wherein said step of generating includes outputting a different substantially random card representation when a card representation is provided.

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35. (New) A method as claimed in Claim 20, wherein said step of generating includes providing, after a predetermined time interval, a next one of said card representations as a card representation eligible for play.

36. (New) A method as claimed in Claim 35, wherein said predetermined time interval is less than approximately two seconds.

37. (New) A method as claimed in Claim 20, wherein said receiving step includes a step of receiving an encoding of a player identification from a player identification input device for the first player.

38. (New) A method as claimed in Claim 37, wherein said step of receiving an encoding includes supplying player identification provided on a storage medium that can be electronically read.

39. (New) A method of playing a card game as claimed in Claim 20, further including a step of providing consideration in order to play the card game.

40. (New) A method of playing a card game as claimed in Claim 39, wherein said step of providing consideration includes registering at an Internet web site.

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41. (New) A method of playing a card game as claimed in Claim 20, wherein said step of receiving includes providing data related to one or more of: an age, a sex, a financial status, a location of residence, e-mail address, an educational level, a marital status, an amount of recreational time, a personal taste, a personal habit, size of household, a number of children.

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42. (New) The method of any one of the Claims 20, wherein for substantially every play of said first instance by the first player, there is a corresponding transmission on a communications network between said game playing module and said first player, wherein said corresponding transmission occurs prior to a subsequent game play by the first user within said first instance.

43. (New) A method of playing a card game electronically, comprising:

generating one or more card representations for playing the card game;

first playing a first instance of the card game between a first player and a game playing module, wherein the first player receives a first sequence of card representations;

5 second playing a second instance of the card game between a second player and the game playing module, wherein said first and second card game instances overlap in time, and wherein the second player receives a second sequence of card representations;

B/ wherein, for an initial series of one or more plays by said first player using said first sequence, when said second player also initially plays said initial series of one or more  
10 identical plays using said second sequence, then for corresponding identical plays by said first and second players, their corresponding hands of card representations are identical; and

wherein for substantially every play of said first instance by the first player, there is a corresponding transmission on a communications network between said game playing module and said first player, wherein said corresponding transmission occurs prior to a  
15 subsequent game play by the first user within said first instance.

44. (New) A method as claimed in Claim 43, wherein said first and second players are playing in a same card game tournament.

45. (New) A method as claimed in Claim 43, wherein a card hand for the game playing module when playing with the first player and a card hand for the game playing



module when playing with the second player are identical for each play of said initial series of plays played by the first and second players.

46. (New) A method as claimed in Claim 43, wherein said step of first playing includes reading an identification card with a card reader for identifying the first player.

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47. (New) A method as claimed in Claim 43, wherein assuming said second player also initially plays said initial series, for each play of said initial series of one or more identical plays, a card hand for the game playing module when playing with the first player is identical to a corresponding card hand for the game playing module when playing with the  
5 second player.

48. (New) A method as claimed in Claim 43, wherein different card hands for said first and second players are a result of a different play by said first and second players.

49. (New) A method as claimed in Claim 43, wherein said step of first playing occurs in a casino.

50. (New) A method of playing a card game, comprising:

receiving at a destination node, via a communications network, player identification information prior to at least a first player playing the card game, wherein an address for the destination node is used by the first player for transmitting said player identification  
5 information to said destination node;

generating card representations for playing said card game with at least the first player and a second player, wherein the first and second players obtain card representations via transmissions from a common address of a communications network;

10 *B* first transmitting of plays to a first player in a first game of said card game, wherein a first collection of one or more of said card representations is transmitted to the first player through the communications network;

second transmitting of plays to a second player in a second game of said card game, wherein a second collection of one or more of the card representations is transmitted to the second player through the communications network;

15 wherein said first and second collections are transmitted to said first and second players during an overlapping time period;

ceasing to transmit card representations to the first player before said first game is completed;

20 continuing to transmit card representations to the second player after said step of ceasing;

terminating the playing of said second game with the second player;



subsequently continuing to transmit one or more card representations to the first player, to play said first game in response to the first player requesting an additional collection of one or more card representations;

25               commencing to transmit card representations to the second player for playing a third game of said card game, wherein a third collection of one or more card representations is transmitted to the second player and wherein the transmissions of the card representations for said additional collection and said third collection overlap in time.

B1           51.   (New) A method as claimed in Claim 50, wherein said communications network provides card representations to at least the first player, via the Internet, from a card providing Internet accessible node, wherein the following additional steps are included:

5               transmitting, via the Internet, from the card providing Internet accessible node, first information related to communications between (a) the card providing Internet accessible node, and (b) a first Internet accessible node from which the first player communicates with the card providing Internet accessible node;

10              wherein said first information is capable of being used in subsequent Internet communications between the card providing Internet accessible node and the first Internet accessible node;

causing said first information to be stored on the first Internet accessible node so that it is available in subsequent different Internet connections by the first player.

52. (New) A method as claimed in Claim 51, wherein said first information is a program for receiving advertisement information from said card providing Internet accessible node.

53. (New) The method of Claim 51 further including a step of receiving, via the Internet, at the card providing Internet accessible node, second information indicative of said first information being present on said first Internet accessible node when said first player has disconnected the first Internet accessible node from the Internet and subsequently  
5 reconnected to the Internet.

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54. (New) A method as claimed in Claim 53, further including a step of maintaining a status of each of said first and second games so that each of said first and second games are played with a same effect as if the other of said first and second games were not being played.

55. (New) A method as claimed in Claim 50, wherein said step of generating is performed by a card representation generating module for supplying card representations to both the first and second players.

56. (New) A method as claimed in Claim 50, wherein said card game is blackjack.

57. (New) A method as claimed in Claim 56, further including a step of receiving a request from the first player to stand and a request from the second player for a hit, when the first and second players are provided with a same card representation for their respective blackjack card hands.

B1 58. (New) A method as claimed in Claim 56, further including a step of playing a dealer's blackjack hand in each of said first and second games, wherein one of said card representations dealt to the first player in said first game is also dealt to the dealer's blackjack hand in said second game.

59. (New) The method as claimed in Claim 50, wherein said step of ceasing is for a time period determined by the first player, and wherein at least one of: (a) during said step of ceasing a card representation that is available for transmission to the first player becomes unavailable; and (b) said step of continuing does not change a sequence of card representations received by any other player receiving one or more generated card representations.

60. (New) A method as claimed in Claim 59, wherein said step of first transmitting includes transmitting from one of: a World Wide Web server and an Internet interface.

61. (New) A method as claimed in Claim 50, further including repeatedly performing the following steps:

determining, for at least one of said first and second players, a corresponding opponent's play that is responsive to a play made by the at least one player, and

5 presenting, via a transmission on the communications network, a presentation of the corresponding opponent's play to the at least one player.

B1 62. (New) A method as claimed in Claim 61, wherein for the at least one player, said corresponding opponent's play is a dealer's play.

63. (New) A method as claimed in Claim 61, wherein said opponent's play is determined without manual intervention during said opponent's play.

64. (New) A method as claimed in Claim 61, wherein said step of presenting includes combining said representation of the corresponding opponent's play with an advertising presentation for presentation to the at least one player.

65. (New) A method as claimed in Claim 64, wherein said step of combining includes choosing the advertising presentation using personal information supplied by the at least one player.

66. (New) A method as claimed in Claim 65, wherein said personal information includes one or more of: a name, an address, an e-mail address, an age, a sex, a financial status, a location of residence, a marital status, a size of household, a number of children, an educational level, an amount of recreational time, personal tastes, personal habits, and  
5 information related to interactions on the communications network.

B / 67. (New) A method as claimed in Claim 64, wherein said step of combining includes determining a first advertising presentation for said first player and a different second advertising presentation for said second player in at least one situation.

68. (New) A method as claimed in Claim 50, wherein at least one of said card representations is selectable by one of:  
(a) at most one of said first and second players, and  
(b) each player during a predetermined time period that said at least one card  
5 representation is provided as eligible for play.

69. (New) A method as claimed in Claim 68, wherein each said predetermined time is less than approximately two seconds.

70. (New) A method as claimed in Claim 50, wherein for a first card representation of said first collection, there is a corresponding identical second card representation in said second collection, wherein the first card representation and the

corresponding second card representation are obtained from a same generated card  
5 representation.

71. (New) A method as claimed in Claim 50, wherein an address of a node providing access to the network for at least one of said first and second players is different from said common address.

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5 72. (New) A method as claimed in Claim 50, further including a step of communicating electronically card game information between a module for generating said card representations and said first player playing said first game, wherein the first and second steps of transmitting transmit via a same local area network that connects to a first game playing node used by the first player, and a second game playing node used by the second player.

73. (New) A method as claimed in Claim 50, wherein said step of generating includes repeatedly providing a substantially random card representation, wherein each said substantially random card representation is eligible for play for one of:

- 5 (a) a corresponding predetermined time period, and  
(b) at most one of said first and second players.

74. (New) A method as claimed in Claim 50, further including a step of receiving an encoding of a player identification from a player identification input device for the first

player before commencing said first game, said player identification device receives said encoding from an identification card.

75. (New) A method as claimed in Claim 50, further including a step of changing a time limit for accepting an input from said first player when said first player desires to change a speed of said first game.

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76. (New) A method as claimed in Claim 50, further including a step of providing a ranking of players of said card game in response to a request from said first player for information related to a ranking of said first player in comparison to other players playing said card game.

77. (New) A method as claimed in Claim 50, wherein said step of first playing includes inputting, by said first player, a request for one of said card representations, wherein said request is transmitted using a connection to the Internet that is provided at one of: a reduced charge, and free of charge.

78. (New) A method as claimed in Claim 50, wherein said step of first playing includes storing a current configuration of said first game, wherein said current configuration is accessible using player identification data provided with each request for wagering by said first player.

79. (New) A method as claimed in Claim 50, further including a step of determining whether a wager by said first player is acceptable.

80. (New) A method as claimed in Claim 50, further including a step of communicating: (a) interactive advertising, and (b) gaming information related to said card game from a site for distributing said gaming information to said first player;

wherein said step of communicating is performed using one of Internet transmissions, cable television transmissions, and local area network transmissions.

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81. (New) A method of playing a game on the Internet, comprising:

first receiving player identification at a game playing Internet accessible node (GPIAN) for first and second players;

5 transmitting, via the Internet, from the GPIAN, first information related to communications between: (a) the GPIAN, and (b) a first Internet accessible node from which the first player communicates with the GPIAN;

wherein said first information is utilized in subsequent Internet communications between the GPIAN and the first Internet accessible node;

 10 causing said first information to be stored on the first Internet accessible node so that it is available in subsequent different Internet connections by the first player;

second receiving, via the Internet, at the GPIAN, first responsive information indicative of said first information being present on said first Internet accessible node;

first playing with the first player a first game, wherein one or more game play representations are transmitted to the first player via the first Internet accessible node;

15 second playing with the second player a second game, wherein one or more game play representations are transmitted to the second player and from the GPIAN while the first player is playing the first game;

playing of a third game between said GPIAN and the second player, wherein a third collection of one or more game play representations is transmitted to the second player, and  
20 wherein the transmissions of the game play representations for the third collection and the first collection overlap in time;

wherein said step of second receiving at the GPIAN occurs when the first player has reconnected the first Internet accessible node to the Internet after said first information has been stored on the first Internet accessible node and said first Internet accessible node has  
25 disconnected from the Internet.

82. (New) A method as claimed in Claim 81, further including a step of providing the first player with a game play ranking of the second player.

83. (New) A method of playing a card game, comprising:  
generating card representations for playing said card game;  
first playing, by a first player in a first game of said card game, a first collection of  
one or more of said card representations transmitted through a communications network;  
5 changing a time limit for accepting an input from said first player when said first  
player desires to change a speed of said first game.

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84. (New) A method as claimed in Claim 83, further including a step of second  
playing, by a second player in a second game of said card game, a second collection of one  
or more of said card representations transmitted through the communication network;  
wherein said first and second games overlap in time.

85. (New) A method as claimed in Claim 84, further including a step of  
providing the first player with a game play ranking of the second player, said ranking  
dependent upon an outcome of a plurality of games of said card game played by the second  
player.

86. (New) A method as claimed in Claim 84, further including:  
receiving a request for terminating, by the second player, said second game;  
continuing to receive, from the first player, responses to play said first game by  
requesting one or more of said card representations;

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commencing, by the second player, to play a third game of said card game, wherein a third collection of one or more of said card representations is received by the second player and wherein reception of said card representations for said additional collection and said third collection overlap in time.

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87. (New) A method of playing a game on a communications network, comprising:

receiving, at a game playing node of the network, a request for selecting a pace of play of an instance of the game by a first user at a first node of the network;

5 first transmitting game plays between said game playing node and the first user using network communications between the game playing node and the first node, wherein at least a second user has played an instance of the game; and

transmitting to the first node a ranking of said second user, wherein the ranking is indicative of a proficiency of the second user in playing the game.

B1 88. (New) A method as claimed in Claim 87, wherein said step of transmitting includes receiving a request from the first player for viewing the ranking.

89. (New) A method as claimed in Claim 87, wherein the game includes at least one of the following attributes:

(a) an element of chance;

5 (b) a total number of possible game plays, is capable of being determined before playing the game; and

(c) there is an opponent to at least one of the users.

90. (New) A method as claimed in Claim 87, wherein said step of receiving includes changing the pace of play during the instance of the game.

91. (New) A method of playing a card game, comprising:

receiving player identification information prior to at least a first player playing the card game;

5 generating card representations for playing said card game with at least the first player and a second player, wherein the first and second players obtain card representations from a source node of a communications network accessed by a common communications network address;

B<sup>1</sup> first playing, with a first player in a first game of said card game, wherein a first collection of one or more of said card representations is transmitted to the first player;

10 second playing, with a second player in a second game of said card game, wherein a second collection of one or more card representations is transmitted to the second player, wherein said first and second card representation collections are transmitted to said first and second players during an overlapping time period;

terminating the playing of said second game with the second player;

15 commencing to transmit card representations to the second player for playing a third game of said card game, wherein a third collection of one or more card representations is transmitted to the second player during said third game, and wherein the transmissions of the card representations for said first collection for playing said first game, and said third collection for playing said third game overlap in time.

92. (New) A method of playing a game on a communications network, comprising:

receiving at a game playing node on the network, a contact by each of a plurality of users, via a corresponding node on the network for the user, for initiating a corresponding instance of the game between the game playing node and the user's corresponding node, and  
5 at least some of said instances overlap in time;

transmitting game plays between said game playing node and a first of the users, for the corresponding instance of the game;

transmitting from the game playing node to the corresponding node of the first user,  
10 the ranking of a second of the users, wherein said ranking is indicative of a proficiency of the second user in playing the game, and said ranking is updated to present a change in said ranking while the first user is playing the game.

93. (New) A method as claimed in Claim 92, further including a step of receiving, at the game playing node, from the first user via the corresponding network node, a request for a ranking of the second user.

94. (New) A method of playing a game on a communications network, comprising:

5 first receiving, from each of a plurality of users via a corresponding node for the user on the network, a contact at a game playing node on the network, so that each of the users initiates a corresponding instance of the game between the game playing node and the user's corresponding node, and at least some of said instances overlap in time;

10 second receiving, at the game playing network node from a first of the users via the first user's corresponding network node, a request for selecting a pace of play of the corresponding game instance;

10 playing, by the first user, the corresponding instance of the game with the game playing node at the pace selected by the first user.



95. (New) An apparatus for playing a game on a network, comprising:  
a display area for electronically displaying an instance of the game to a first user;  
an input area for allowing the first user to input a game play;  
a communications network connection for communicating, on a network, game  
5 related information, between: (a) one or more of said display and said input area, and (b) an  
addressable node on said network accessible by a network address available to said  
apparatus;  
wherein a plurality of users communicate with said addressable node for playing  
instances of the game; and  
10 wherein between at least a majority of game plays by the first user, there is a game  
play related network transmission via said communications connection; and  
a game speed of play control for allowing the first user to control the pace of the  
instance of the game.

96. (New) An apparatus as claimed in Claim 95, wherein said game speed of play  
control is capable of reducing and increasing an allotted time within which the first user must  
input a game play.

97. (New) An apparatus as claimed in Claim 95, further including a card reader,  
wherein when an identification card for identifying the first user is inserted therein, data  
identifying the user is communicated to the game controller.

98. (New) An apparatus as claimed in Claim 95, wherein said input area includes a control that allows the first user to reject a game play previously entered into said apparatus by the first user.

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99. (New) An apparatus as claimed in Claim 95, wherein said display area includes one or more of the following:

- (a) a current state of the instance of the game;
- (b) a current state of a game tournament being played, wherein said game tournament includes a plurality of users each playing a plurality of instances of the game;
- (c) a description of rules for the game; and
- (d) an identifier for identifying the first user.

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100. (New) An apparatus as claimed in Claim 95, wherein said input area includes one or more controls for entering a wager.

101. (New) An apparatus as claimed in Claim 95, wherein said game is blackjack.

102. (New) An apparatus for playing a game on a network, comprising:

a display area for electronically displaying an instance of the game;

an input area for allowing a first user to input a game play for said instance of the game;

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B<sup>1</sup> a communications network connection for communicating game related information between said apparatus and a game controller, wherein said game controller communicates with said apparatus via a network, said network also connected to additional network nodes for allowing simultaneous play of instances of the game with the game controller by a plurality of users;

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a control for allowing the first user to cancel a previously entered wager;

a card reader, wherein when an identification card identifying the first user is provided thereto, data identifying the first user is communicated to the game controller.

103. (New) An apparatus for playing a card game electronically, comprising:

a card generator for generating one or more electronic card representations for playing the card game;

5 a game playing engine for playing a first electronic instance of the card game between a first player and a substantially electronic dealer module, wherein the first player is dealt a first sequence of the card representations, and wherein a second player plays a second instance of the card game with the dealer module so that said first and second card game instances overlap in time, and wherein the second player receives a second sequence of the card representations; and

10 wherein, for an initial series of one or more plays by said first player using said first sequence, when said second player also initially plays said initial series of one or more identical plays using said second sequence, then for corresponding identical plays by said first and second players, their corresponding hands of card representations are identical.

104. (New) An apparatus for playing a card game electronically, comprising:  
a card generator for generating card representations for playing said card game electronically;

5 a game playing engine for playing said card game with a plurality of players simultaneously, wherein said game playing engine transmits, for each player, a  
B1 corresponding collection of one or more of said card representations through a communications network to the player;

a timer in operative communication with said game playing engine for changing a time limit for accepting an input from a first of said players when said first player transmits  
10 a communications network request to change a speed of play of said game.

105. (New) The apparatus of Claim 104, further including a means for changing a speed of play for the first player without changing a speed of play for a second of said players, wherein the first and second players are playing the same game simultaneously.

REMARKS:

The new claims hereinabove are substantially identical to the claims deleted from the patent application having Serial No. 09/105,401 (the '104 Application herein) in a 37 CFR 1.312(b) Amendment filed May 4, 2000, wherein the '041 Application has the same inventors and assignee as the present application, and present application is a continuation-in-part of the '401 Application. In particular, the above new claims for which entry is requested are substantially identical to the Claims 249-315, 418-422, 425-427 and 430-440 of the '401 Application. Moreover, note that these